

SNS-DN-USA

TM

# IMPERIUM



INSTRUCTION BOOKLET



VIC TOKAI

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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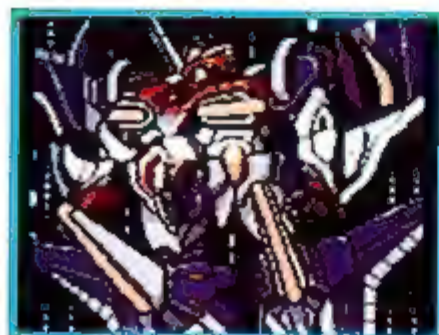
# INTRODUCTION

**Prologue:** On a distant planet where human life disappeared a millennium ago, the only inhabitants are a martial society of ultra high-tech robots and the enslaved class of mechanized creatures whose fate it is now to serve their "masters".

Meanwhile, an underground movement of some of the best minds among the enslaved robots has developed a suit of body armor that may lead the way to victory over the master robots, however, only a human can wear the suit...

**IMPERIUM** is a vertically-scrolling high-speed shoot out. From the beaches of Earth to Space and beyond, you'll blast through 6 stages of peril, using the latest in high-tech battle gear. So, strap into your DYNAMOR ("dynamic armor") and prepare for all the graphic beauty and explosive action you can handle!!

## DYNAMOR STATISTICAL DATA



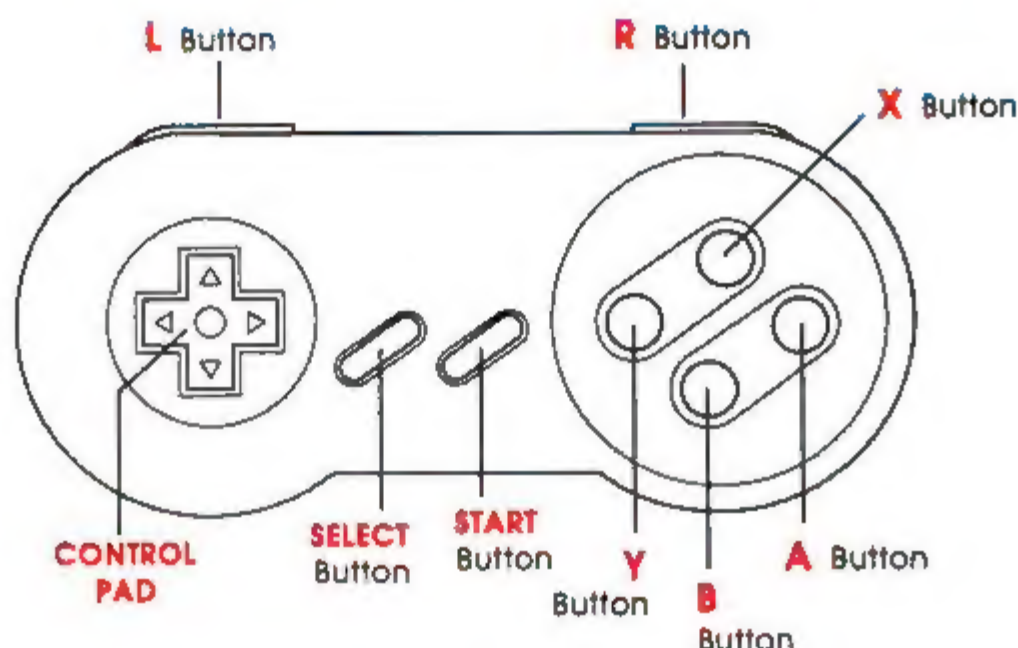
**Height:** 75 feet 3 inches

**Weight:** 150 tons; however, a special Gravity Manipulation System will allow the user to maneuver as though weight were only 15 tons.

**Power Supply:** (1) Turbo Generator (4303 lbs./cu. ft.)  
(2) Nucleon Generators (172,700 lbs./cu. ft. x 2)  
(2) Ram-Jet Engines (30,800 lbs./cu. ft. x 2)  
(1) Plasmatic Combustion Engine (18,000 lbs./ft.)

**Firepower:** (1) Nucleon Propulsion Launcher  
(2) Turbonic Laser Systems  
(2) Ultra-Shock Generators

# TAKING CONTROL



- |                      |  |
|----------------------|--|
| <b>START Button</b>  | <ul style="list-style-type: none"> <li>• Skips introduction</li> <li>• Begins game</li> <li>• Pauses game</li> </ul> |
| <b>SELECT Button</b> | <ul style="list-style-type: none"> <li>• NOT USED</li> </ul>   |
| <b>CONTROL PAD</b>   | <ul style="list-style-type: none"> <li>• Selects/adjusts options</li> <li>• Directs hero</li> </ul>                  |
| <b>Y Button</b>      | <ul style="list-style-type: none"> <li>• Fires current weapon</li> </ul>   |
| <b>B Button</b>      | <ul style="list-style-type: none"> <li>• Selects weapons (when available)</li> </ul>                                 |
| <b>X Button</b>      | <ul style="list-style-type: none"> <li>• Adjusts hero's speed</li> </ul>   |
| <b>A Button</b>      | <ul style="list-style-type: none"> <li>• Fires bomb (when available)</li> </ul>                                      |
| <b>L Button</b>      | <ul style="list-style-type: none"> <li>• Fires bomb (when available; fixed)</li> </ul>                               |
| <b>R Button</b>      | <ul style="list-style-type: none"> <li>• Locks trajectory of SHOOTING STARS only (while held)</li> </ul>             |

**NOTE:** The functions listed above are standard. Some of these functions may be switched using the OPTIONS screen. Please refer to OPTIONS for more details.

## OPTIONS

To access the OPTIONS screen, select "OPTIONS" from the title screen using the CONTROL PAD and press START.

During the OPTIONS screen, use UP or DOWN on the CONTROL PAD to select an option and LEFT or RIGHT to adjust. For CONTROLLER functions, use UP or DOWN on the CONTROL PAD to select, then hit the button you wish to switch that function to. For example: to switch shot from **Y** to **X**, position the cursor at SHOT and press **X**.



The adjustable options are as follows:

**LEVEL:** EASY, NORMAL, HARD  
**SOUND:** STEREO, MONO  
**CONTROLLER:** SHOT (fires weapon)  
 CHANGE (selects weapons: when available)  
 SPEED (adjusts hero's speed)  
 BOMB (fires bomb; when available)  
**MUSIC:** 00-18\*  
**SE:** 00-50\* (Sound Effects)  
**EXIT**

\*Use CONTROL PAD to select/adjust and hit Y to trigger.  
 Any changes made should remain effective until re-changed or the unit is reset or turned off.

**NOTE:** Unless you are using a true STEREO T.V., be sure and switch the sound to MONO before beginning the game or you will lose some of the sound during play.

You may only assign one CONTROLLER function per button. If there is more than one function assigned to the same button, you will be unable to exit the OPTIONS screen until it is corrected. Also, no matter which button you choose to fire bombs, it will also remain as a permanent and unchangeable function of L.



## SUB SCREEN



1. **Experience Level:** "score"
2. **Next Experience Level:** number of points needed for additional or more powerful weapons; decreases as Experience Level increases
3. **Weapon Level:** particular weapon's current strength
4. **Bomb Gauge:** number of bombs currently available
5. **Speed Meter:** hero's current mobility
6. **Life Meter:** when emptied, the game is over
7. **Cannon:** (see SPECIAL WEAPONS)
8. **Shooting Stars:** (see SPECIAL WEAPONS)
9. **Laser:** (see SPECIAL WEAPONS)
10. **Saber:** (see SPECIAL WEAPONS)



## SPECIAL WEAPONS

Make no mistake about it, your DYNAMOR has been equipped with some heavy-duty artillery. And with some skillful shooting on your part, you'll be capable of much damage!! For your convenience (and your enemies' disgust), your DYNAMOR has also been equipped with rapid fire capability. Using the B Button, simply select your desired weapon, and hold down Y (fire). The weapon currently selected will appear highlighted in yellow.

Your weapons are received and powered up in the following order:

### CANNON



You begin the game with this, the most basic of all your weapons. However, because it fires quickly, and in sets of two, it has great potential for damage, especially at the higher levels.

### SABER



This is the first weapon you receive after reaching your first experience plateau. While probably not the most powerful of your weapons, it does fire quickly and cover a good area, even at Level 1.

### LASER



This is the second weapon you receive, and perhaps the most powerful. While it does do a good amount of damage, it's probably the most limited weapon in terms of area.

### SHOOTING STARS



This is the last of the weapons you'll receive, and easily the most difficult to control. These projectiles always fire opposite of whichever direction you hit on the CONTROL PAD (including diagonal), giving you

the ability to hit enemies even while trying to dodge or retreat. To lock the trajectory of the stars, hold R. This 360 degree range, combined with the ability to fire rapidly in sets and/or control the path of your fire (even on Level 1), makes this the weapon with the most potential and well worth the time needed to master.

## **BOMBS**



These special weapons give you the ability to wipe out just about every type of enemy on screen at one time. Additional BOMBS may be gained periodically by grabbing the "B" icon when it appears. While you begin each level with three, leftover BOMBS do not carry over from one level to the next, so don't hesitate to use them when necessary.

The maximum level for all weapons is Level 3, and obviously, the higher the level, the more powerful the weapon. But be careful!! Each time you are hit, not only does your life meter decrease by one, but the weapon currently in use decreases by one level, as well. This will continue until the particular weapon reaches Level 1; however, once you gain a weapon, you will never lose it altogether.

**TIP:** If you find yourself in a particularly hectic situation, temporarily switch to a weapon of lower level (Ideally, Level 1). Then you can concentrate on not getting hit solely for the purpose of survival.

Experiment to see which weapons/techniques work best!!



## IMPORTANT NOTES

### LIFE METER

Although your DYNAMOR is quite powerful, you are by no means invincible. Each time you are hit, your life meter will decrease by one (hits will be noted by both flashing and a special tone). Each time you reach the Next Experience Level, your life meter will increase by one. And since the key to this game is survival, you will be rewarded with a fresh, full life meter at the beginning of each new stage. Your game will end when your life meter is empty, so stay alert!!

### CONTINUES

When your game has ended, you will have 3 opportunities to continue.

When GAME OVER appears, press START to return to title screen.

Use the CONTROL PAD to position the cursor next to CONTINUE.

Press START

The game should now continue from the beginning of the most recent stage.

### SKILL LEVELS

Because of the difficulty and skill needed to complete IMPERIUM, we suggest beginning at EASY, at least until you get the hang of things. You may also choose to use this as an opportunity to master different weapons or practice new techniques. In any event, please be advised that even skilled players may find themselves struggling just to survive (let alone power weapons any higher than Level 2) even in NORMAL mode.





## STAGES

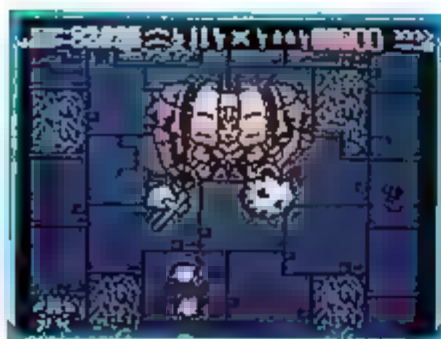
Your mission in IMPERIUM consists of 6 high-powered stages, many of which have both an end boss and a sub-boss—so, look alive. As the fate of an entire planet depends on your success, Underground Intelligence was able to get you the following information. Please study it carefully, as it is all you've got!!



### **STAGE 1 Atmospheric Assault**

**Boss:** Sidehack

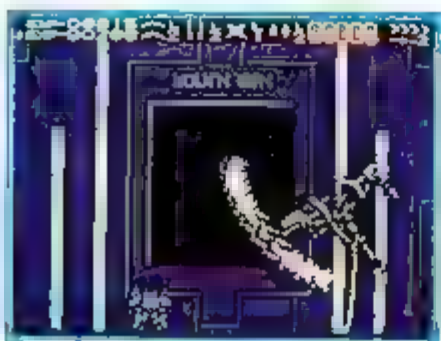
**Note:** He is relentless with his massive side-cannons and is heavily-armored.



### **STAGE 2 Seaward Hall**

**Boss:** Swinger

**Note:** While perhaps not as swift as the others, beware of his huge flying battle axe and ball & chain. Watch for fallen debris!!



### **STAGE 3 Desert Swarm**

**Boss:** Ditto

**Note:** He is powerful, crafty, and loves puzzles. For example, can you find his weak-spot, then determine which is which?



#### **STAGE 4** Moon Base Alpha 1

**Boss:** Amazon Queen

**Note:** Don't be fooled by this "beauty". And should you fall to give her your full and undivided attention, her twin boomerang assault should grab it!!



#### **STAGE 5** Hyper-Space

**Boss:** Big Shot

**Note:** He is definitely the largest and best protected of any of your previous encounters. He is determined to make sure his double "plasma blast" keeps you from ever seeing Stage 6.



#### **STAGE 6** Welcome to the Terror Dome!!

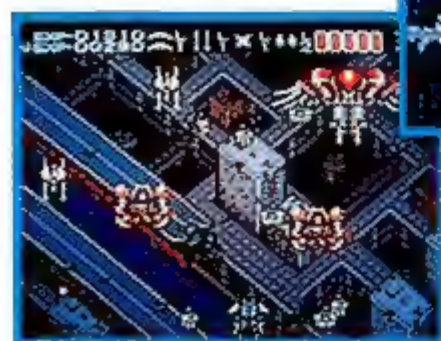
**Boss:** ???

**Note:** Good Luck!!



## ENEMIES

While you contemplate whether or not to risk life & limb shooting the extra enemy necessary to gain that treasured power-up or retreat in hopes of surviving just long enough to see the next stage, here's a sampling of some of the robotic nasties you'll be dealing with...





## **90-DAY LIMITED WARRANTY**

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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